

ABSTRACT OF THE DISCLOSURE

A method and apparatus for determining an award in a wagering gaming device. A plurality of different values are displayed, at least one of which is duplicated to create a set of values. The gaming device sorts the values of the set into a number of masked divisions. The amount of values in each division is less than the number of different values available to the player before the player's selection of one of the divisions. That selection therefore narrows the field of possible award values. If the selected division includes only one value, the player receives that value. If not, at least one of the values in the selected division is duplicated and the above narrowing process is repeated until a selected division has only one value, which is awarded to the player.